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L1	1029	"hardware accelerator"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/01 17:40
L2	33	"connectivity engine"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/01 17:41
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L11	259	(712/36).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/03/01 17:44



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1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

 November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

 Full text available: [pdf\(4.21 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [Business-to-business interactions: issues and enabling technologies](#)

B. Medjahed, B. Benatallah, A. Bouguettaya, A. H. H. Ngu, A. K. Elmagarmid

 May 2003 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 12 Issue 1

 Full text available: [pdf\(558.34 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [index terms](#)

Business-to-Business (B2B) technologies pre-date the Web. They have existed for at least as long as the Internet. B2B applications were among the first to take advantage of advances in computer networking. The Electronic Data Interchange (EDI) business standard is an illustration of such an early adoption of the advances in computer networking. The ubiquity and the affordability of the Web has made it possible for the masses of businesses to automate their B2B interactions. However, several issu ...

Keywords: B2B Interactions, Components, E-commerce, EDI, Web services, Workflows, XML

3 [System support for pervasive applications](#)

Robert Grimm, Janet Davis, Eric Lemar, Adam Macbeth, Steven Swanson, Thomas Anderson, Brian Bershad, Gaetano Borriello, Steven Gribble, David Wetherall

 November 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 4

 Full text available: [pdf\(1.82 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Pervasive computing provides an attractive vision for the future of computing. Computational power will be available everywhere. Mobile and stationary devices will dynamically connect and coordinate to seamlessly help people in accomplishing their tasks. For this vision to become a reality, developers must build applications that constantly adapt to a highly dynamic computing environment. To make the developers' task feasible, we present a system architecture for pervasive computing, called & ...

Keywords: Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

4 IRI-h, a Java-based distance education system: architecture and performance

R. Maly, H. Abdel-Wahab, C. Wild, C. M. Overstreet, A. Gupta, A. Abdel-Hamid, S. Ghanem, A. Gonzalez, X. Zhu

March 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available:  pdf(125.76 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We used our Original Interactive Remote Instruction (IRI) system to teach scores of university classes over the past years at sites up to 300 km apart. While this system is a prototype, its use in real classes allows us to deal with crucial issues in distributed education instruction systems. We describe our motivation and vision for a reimplement of IRI that supports synchronous and asynchronous distance education. This new version, called IRI-h (h for heterogeneous), is coded in Java ...

Keywords: Java, heterogeneity, platform independence

5 Workshop on compositional software architectures: workshop report

May 1998 **ACM SIGSOFT Software Engineering Notes**, Volume 23 Issue 3

Full text available:  pdf(2.91 MB)

Additional Information: [full citation](#), [index terms](#)

6 Developing adaptive groupware applications using a mobile component framework

Radu Litiu, Atul Parakash

December 2000 **Proceedings of the 2000 ACM conference on Computer supported cooperative work**

Full text available:  pdf(168.38 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A need exists to develop groupware systems that adapt to available resources and support user mobility. This paper presents DACIA, a system that provides mechanisms for building such groupware applications. Using DACIA, components of a groupware application can be moved to different hosts during execution, while maintaining communication connectivity with groupware services and other users. DACIA provides mechanisms that simplify building groupware for domains where users are mobile. New co ...

7 Broadcast and on-line cultural heritage: Broadcast technologies for disseminating cultural heritage

John Cosmas, Take Itegaki, Kannan Krishnapillai, Alan Lucas, Mohammed Akhtar, Graham Thomas, Jigna Chandaria, Wolfgang Putz, Andre Everts, Michael Probst, Peter Stammnitz, Jens Guether, Wolfram Liebsch, Gerhard Stoll, Christoph Dosch Reiner Socker, Chris Brendes, Ronald Mies, Dick Van Smirren, Benoit Mory, Nicolas Santini, Alan Pearmain, Yakup Paker, Mounia Lalmas, Damien Parwpoth, Ekaterina Moutogianni, Gunn Klungsoeyr, Lena Pedersen, Pers-Steinar Hansen, Klaus Illgner

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available:  pdf(1.03 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper introduces the System for Advanced Multimedia Broadcast and IT Services (SAMBITS). It consists of a Studio, Server and TV Terminal system for broadcasting audio/video TV content enhanced by 3D graphics, Internet pages, database indexing and sub-image streaming. It describes two scenarios program for disseminating cultural heritage. The readers are invited to imagine how this system could be used to prepare programs for disseminating archaeology. The paper describes the Studio and Serv ...

8 An efficient and lightweight embedded Web server for Web-based network element management

Hong-Taek Ju, Mi-Joung Choi, James W. Hong

September 2000 **International Journal of Network Management**, Volume 10 Issue 5


Full text available:  pdf(428.26 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An Embedded Web Server ∥EWS) is a Web server which runs on an embedded system with limited computing resources to serve embedded Web documents to a Web browser. By embedding a Web server into a network device, it is possible to provide a Web‐based management user interface, which are user‐friendly, inexpensive, cross‐platform, and network‐ready. This article explores the topic of an efficient and lightweight embedded Web server for Web‐based netw ...

9 Papers: A survey of programmable networks

Andrew T. Campbell, Herman G. De Meer, Michael E. Kounavis, Kazuho Miki, John B. Vicente, Daniel Villela

April 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 2


Full text available:  pdf(1.58 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

In this paper we present a programmable networking model that provides a common framework for understanding the state-of-the-art in programmable networks. A number of projects are reviewed and discussed against a set of programmable network characteristics. We believe that a number of important innovations are creating a paradigm shift in networking leading to higher levels of network programmability. These innovations include the separation between transmission hardware and control software, av ...

10 Past, present, and future of user interface software tools

Brad Myers, Scott E. Hudson, Randy Pausch

March 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 1

Full text available:  pdf(151.14 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


A user interface software tool helps developers design and implement the user interface. Research on past tools has had enormous impact on today's developers—virtually all applications today are built using some form of user interface tool. In this article, we consider cases of both success and failure in past user interface tools. From these cases we extract a set of themes which can serve as lessons for future work. Using these themes, past tools can be characterized by what aspects ...

Keywords: event languages, interface builders, scripting languages, toolkits, user interface development environments, user interface software

11 The evolution of Coda

M. Satyanarayanan

May 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 2

Full text available:  pdf(441.35 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Failure-resilient, scalable, and secure read-write access to shared information by mobile and static users over wireless and wired networks is a fundamental computing challenge. In this article, we describe how the Coda file system has evolved to meet this challenge through the development of mechanisms for server replication, disconnected operation, adaptive use of weak connectivity, isolation-only transactions, translucent caching, and opportunistic exploitation of hardware surrogates. For eac ...

Keywords: Adaptation, Linux, UNIX, Windows, caching, conflict resolution, continuous data access, data staging, disaster recovery, disconnected operation, failure, high availability, hoarding, intermittent networks, isolation-only transactions, low-bandwidth networks,

mobile computing, optimistic replica control, server replication, translucent cache management, weakly connected operation

12 Papers: Open signaling for ATM, internet and mobile networks (OPENSIG'98)

Andrew T. Campbell, Irene Katzela, Kazuho Miki, John Vicente

January 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 1


Full text available:  pdf(1.13 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

The ability to rapidly create and deploy new transport, control and management architectures in response to new service demands is a key factor driving the programmable networking community. Competition between service providers may hinge on the speed at which one provider can respond to new market demands over another. The notion of open programmable networks is having broad impact on service providers and vendors across a range of telecommunication sectors calling for major advances in open ne ...

13 Computer-supported cooperative work: A service architecture for mobile teamwork

Engin Kirda, Pascal Fenkam, Gerald Reif, Harald Gall

July 2002 **Proceedings of the 14th international conference on Software engineering and knowledge engineering**

Full text available:  pdf(92.83 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Mobile teamwork has become an emerging requirement in the daily business of large enterprises. Employees collaborate across locations and need support while they are on the move. Business documents (artifacts) and expertise need to be shared independent of the actual location or connectivity (e.g., access through a mobile phone, laptop, Personal Digital Assistant, etc.) of employees. Although many collaboration tools and systems exist, most do not deal with new requirements such as locating arti ...

Keywords: XML, architectures, collaborative systems, components, distributed searches, meta-data and XQL, mobile teamwork

14 Computer applications: Java-based cyber technique for on-line engineering labs

Ahmed O. Abdul Salam, Tarik Ozkul

June 2003 **Proceedings of the 2nd international conference on Principles and practice of programming in Java**

Full text available:  pdf(558.01 KB) Additional Information: [full citation](#), [abstract](#), [references](#)


This paper is intended for the illustration and implementation of an engineering lab experiment using Java techniques and the Internet. An example of remotely operated white Gaussian noise generator will be adopted for performance evaluation and verification. The involvement of Java techniques and methods are basically to develop and construct suitable Applets to process commands and results between the client, which is a student in this case, and the application server. Featuring LabVIEW interf ...

Keywords: Java and LabVIEW programming, web-based and on-line engineering labs and applications

15 Client-server computing in mobile environments

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

Full text available:  pdf(233.31 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in

mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application

16 Software architecture recovery using Conway's law

Ivan T. Bowman, Richard C. Holt

November 1998 **Proceedings of the 1998 conference of the Centre for Advanced Studies on Collaborative research**


Full text available:  [pdf\(184.08 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Architectural documentation is recognised as a mechanism for improving software quality and reducing development costs. However, many existing systems do not have any architectural documentation. To obtain the benefits of accurate architectural documentation, research suggests that we use tools to recover the architecture of a system, then continue to use these tools to keep the documentation up to date. This paper describes how the organization of system developers can be extracted and analysed ...

17 Open Signaling for ATM, INTERNET and Mobile Networks (OPENSIG'98)

Andrew T. Campbell, Irene Katzela, Kazuho Miki, John Vicente

April 1999 **ACM SIGOPS Operating Systems Review**, Volume 33 Issue 2


Full text available:  [pdf\(1.11 MB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The ability to rapidly create and deploy new transport, control and management architectures in response to new service demands is a key factor driving the programmable networking community. Competition between service providers may hinge on the speed at which one provider can respond to new market demands over another. The notion of open programmable networks is having broad impact on service providers and vendors across a range of telecommunication sectors calling for major advances in open ne ...

18 MOCHA: a self-extensible database middleware system for distributed data sources

Manuel Rodríguez-Martínez, Nick Roussopoulos

May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data**, Volume 29 Issue 2

Full text available:  [pdf\(278.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present MOCHA, a new self-extensible database middleware system designed to interconnect distributed data sources. MOCHA is designed to scale to large environments and is based on the idea that some of the user-defined functionality in the system should be deployed by the middleware system itself. This is realized by shipping Java code implementing either advanced data types or tailored query operators to remote data sources and have it executed remotely. Optimized query plans push the eva ...

19 Modeling methodology a: Next generation modeling I: RUBE: a customized 2d and 3d modeling framework for simulation

Paul Fishwick, Jinho Lee, Minho Park, Hyunju Shim

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**

Full text available:  [pdf\(597.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We present a system called RUBE, which allows a modeler to customize model components and model structure in 2D and 3D. RUBE employs open source tools to assist in model authoring, allowing the user to visualize models with different metaphors. For example, it is possible to visualize an event graph as a city block, or a Petri network as an organically-oriented 3D machine. We suggest that such flexibility in visualization will allow existing model types to take on forms that may be more recog ...

**20** Groupware infrastructure: Using speakeasy for ad hoc peer-to-peer collaboration

W. Keith Edwards, Mark W. Newman, Jana Z. Sedivy, Trevor F. Smith, Dirk Balfanz, D. K. Smetters, H. Chi Wong, Shahram Izadi

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Full text available:  pdf(346.03 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Peer-to-peer systems appear promising in terms of their ability to support ad hoc, spontaneous collaboration. However, current peer-to-peer systems suffer from several deficiencies that diminish their ability to support this domain, such as inflexibility in terms of discovery protocols, network usage, and data transports. We have developed the Speakeasy framework, which addresses these issues, and supports these types of applications. We show how Speakeasy addresses the shortcomings of current p ...

Keywords: ad-hoc collaboration, casca, peer-to-peer, speakeasy

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